Student’s Name

Professor’s Name

Course

Date

**Rock Paper Scissors Game**

import java.util.Scanner;

public class Game{

public static void main(String[] args){

// declare variables

int player\_one\_tally = 0;

int player\_two\_tally = 0;

int player\_one\_move, player\_two\_move;

String playStatus;

// instantiate a scanner object

Scanner input = new Scanner(System.in);

while(true){

// get player move

System.out.println("Select a number that represents your move.");

System.out.println("1: Rock");

System.out.println("2: Paper");

System.out.println("3: Scissors\n");

System.out.print("Player 1 Select move: ");

player\_one\_move = input.nextInt();

System.out.print("Player 2 Select move: ");

player\_two\_move = input.nextInt();

//determine outcome

if (player\_one\_move == player\_two\_move){

System.out.println("Draw\n");

}

else if(player\_one\_move == 1 && player\_two\_move == 3){

System.out.println("Player One wins! Rock crushes Scissors!\n");

player\_one\_tally += 1;

}

else if(player\_one\_move == 1 && player\_two\_move == 2){

System.out.println("Player Two wins! Paper covers Rock!\n");

player\_two\_tally += 1;

}

else if(player\_one\_move == 2 && player\_two\_move == 1){

System.out.println("Player One wins! Paper covers Rock!\n");

player\_one\_tally += 1;

}

else if(player\_one\_move == 2 && player\_two\_move == 3){

System.out.println("Player Two wins! Scissors cut Paper!\n");

player\_two\_tally += 1;

}

else if(player\_one\_move == 3 && player\_two\_move == 1){

System.out.println("Player Two wins! Rock crushes scissors\n");

player\_two\_tally += 1;

}

else if(player\_one\_move == 3 && player\_two\_move == 2){

System.out.println("Player One wins! Scissors cut paper\n");

player\_one\_tally += 1;

}

Scanner input2 = new Scanner(System.in);

System.out.print("Do you want to play some more? y/n : ");

playStatus = input2.nextLine();

// continue or stop playing?

if (playStatus.equals("n")){

break;

}

}

// print tally

System.out.println("Game Over!");

System.out.println("Player One Score:" + player\_one\_tally);

System.out.println("Player Two Score:" + player\_two\_tally);

if(player\_one\_tally > player\_two\_tally){

System.out.println("Player One Wins!");

}

else if(player\_one\_tally < player\_two\_tally){

System.out.println("Player Two Wins!");

}

else{

System.out.println("Its a draw!");

}

}

}